ABSTRACT OF THE DISCLOSURE

[043]   A method and apparatus for providing speech control to a graphical user interface (GUI) divide a GUI into a plurality of screen areas; assign the screen areas priorities; receive a first audio input relating to the selection of one of the objects in the interface; determine the one of the screen areas having the highest priority and including a first object matching the first audio input; and select the first object in the determined screen area if the determined screen area only contains one object matching the first audio input. The method and apparatus also select one of the objects that matches the first audio input in the determined screen area if the determined screen area contains more than one object that matches the first audio input.